CODED SOUL™
— An inherited ideal

Please carefully read the instructions in this software manual and the PSP® (PlayStation®Portable) instruction manual before using the software correctly. Please keep the manual and instruction manual in a safe place. For young children, please have a parent or guardian read the instructions and ensure safe use.

Health precautions

▲Warning

About seizures triggered by light stimulation

In rare cases, flashing screens or other light stimuli may cause symptoms such as eye pain, visual disturbances, migraines, seizures, or impaired consciousness (such as fainting) (photosensitive seizures). If you have experienced any of these symptoms, please consult a doctor beforehand.

▲Caution

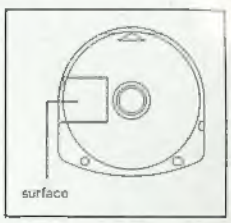
In situations like this, stop playing immediately.

In addition to the symptoms listed above, if you experience headaches, dizziness, nausea, fatigue, motion sickness-like symptoms, or discomfort or pain in any part of your body such as your eyes, ears, hands, arms, or legs, stop playing immediately. If the symptoms persist after stopping, consult a doctor.

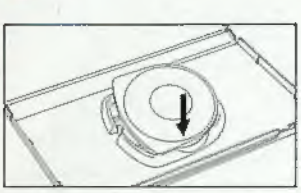
- "When playing, make sure the room is well lit and stay as far away from the screen as possible."
- Avoid playing when you are tired or sleep-deprived.
- "For your health, take a 15-minute break every hour while playing."
- If you feel unwell while playing, please stop playing immediately.

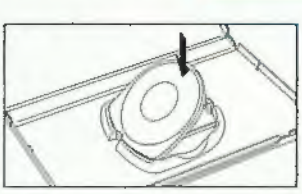
Precautions for use

● This software is for PSP® (PlayStation®Portable) only. Using it on other devices may cause the device or UMD® to malfunction. ●Please handle the disc carefully to avoid scratching it. Scratches may prevent you from playing the game. ●Do not place the disc in high temperature/high humidity areas such as near heating appliances or inside a car. ●Do not touch the opening on the back (UMD® recording surface: see diagram). If the recording surface of the disc gets dirty by mistake, gently wipe it with a soft cloth. ●Please note that we cannot compensate for scratches, damage, etc. caused by improper handling by the customer. Recording



How to remove/store UMDs®





When removing or inserting UMDs®, please be very careful not to pinch your fingers or other body parts.

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UCJS 10061

CODED SOUL

Inherited Idea

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About PSP® (PlayStation®Portable) Updates

Notice from Sony Computer Entertainment Inc.

This "UMD" contains update data for PSP® (PlayStation®Portable). When you start the game and a screen prompting you to update appears, an update is required.

Perform the PSP® update

When you insert a "UMD" into your PSP® console, the update data will appear as an icon like the one shown on the right in the [Games] section of the Home Menu. Select the update icon and follow the on-screen instructions to update your PSP® system software.

■ **Before starting the update, please do the following:**

・Ensure the battery is charged. ・Connect the AC adapter.

■ **Do not turn off the power or remove the "UMD" during the update.**

Interrupting the update may cause malfunction.

To verify that the update was successful:

Select "Settings" from the Home Menu, then display "System Information" from "System Settings". If the version number of the update data is displayed under "System Software", the update was successful.

Inquiries Contact?

Sony Computer Entertainment Inc. Information Center
URL http://www.jp.playstation.com/support/
TEL 0570-000-929 (For PHS and some IP phones, please call 03-3475-7444) Reception hours
10:00–18:00 *We cannot answer questions regarding game strategies, etc. Please understand in advance.

Regarding the handling of personal information (inquiries, etc.) that you provide, please refer to the PSP® (PlayStation®Portable) instruction manual, the URL above, or contact the Information Center. 03

• Monolith Gates

It is a door leading to another world.
Year 20XX -
A massive stone pillar, known as a "monolith gate,"
has been discovered in the Bermuda Triangle in the Atlantic Ocean.
A special investigation team from the U.S.
government discovered that it was made of an unknown material.
The government secretly transferred the "Monolith
Gate" to the military's top-secret research facility, "Area 51."
A research committee specializing in "Monolith Gate"
The investigation by "Project Code Chasers" has begun.
Ten years passed after that.

Appearing characters

Jay

He was formerly a pilot in the U.S. Air Force Space Wing AFSPC. Currently, he is on guard duty for young Gale at the CC (Code Chasers) facility. He suffers from a rare illness that requires internal cleansing treatment every 24 hours.

May

A woman hired from the private sector to be young Gail's personal nurse. She has a gentle and calm personality, and is the only person Gail trusts. She is attracted to Jay, but holds back from confessing her feelings out of consideration for his stepsister, Lisa.

Gail

A boy with the ability to synchronize with the "Monolith Gate." He lost his parents in an accident when he was young and is confined to a wheelchair. He is unhappy about being conveniently held captive in the CC facility for experiments and distrusts all adults except May.

Appearing characters

Lisa

He is a brilliant scientist and the central figure in the current "Monolith Gate" investigation project. Although he is inherently kind, he has difficulty expressing his feelings honestly. He sometimes acts cynically even towards his stepsister, Mei.

freeman

He is the commander of the CC Security Team and Jay's direct superior. He was involved in the circumstances that led to Jay suffering from a serious illness and feels responsible for it.

ester

A girl belonging to the CC Tactics Research Group. A computer engineering genius who skipped grades and graduated at the top of her class from MIT (Massachusetts Institute of Technology). She supports Jay in technical matters.

meme

An interactive supercomputer jointly developed by Estelle and her grandfather, Jerou, the chief engineer at CC. Its nickname is "Mii-kun".

Game operations

This section explains how to use the CC Research Facility (→P.13), the alternate world "Idea" (→P.20), and the battle screen (→P.22).

PSP® (PlayStation®Portable)

	CC research facility	Another world idea
analog pad	character movement	
direction key	Selecting commands and items	
L button	Switching pages on the command screen, etc.	
R button		
◎Button	Speak/Investigate/Determine Command	
✕Potan	Cancel command	
▲button	Open the camp screen (→P.14)	Open camp screen
□Potan	Display help on command screen, etc.	Display help/map (→P.20) on the command screen, etc.
START button	Not used	
SELECT button		
HOME button	end of game	

Operations in battle	
analog pad	character movement
R button + analog pad	Emergency avoidance (→P.24)
direction key	Item selection in the command menu (→P.23)
Direction keys ↑↓	Switching Rulebreaker (weapon) (→P.24)
Direction key ←→	Change target
■■ button + ◎ button or button	Activate Bond Reflection
R button	Guard (→P.24) / Capture Monsters (→P.27)
R button + button	The battle members gather (→P.25)
B button + button	Disperse the battle members (→P.25)
B■ button + △ button or Rotate button	camera refresh
□button	Attack (Pressing this while moving performs a dash attack)
△ button	Charge attack (→P.24)
◎Button	Ability Attack (→P.24) / Command Menu Confirmation
✕button	Cancel ability attack/command menu
START button	open command menu
SELECT button	Camera position change
HOME button	end of game

How to start the game

If you want to play from the beginning

Insert the Coded Soul UMD correctly into your PSP® (PlayStation®Portable) console and turn on the power. After the demo movie plays, the title screen will appear (you can skip the demo movie with a button). On the title screen, press the START button and then select NEW GAME.

When playing from where you left off

If you have save data for this game, you can continue playing from where you left off. Press "LOAD GAME" to display a list of your save data, then select the data you wish to use.

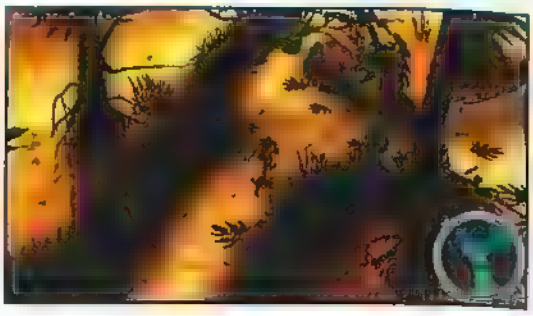
About "Memory Stick"

Using a "Memory Stick Duo" or "Memory Stick PRO Duo" (hereinafter referred to as "Memory Stick") allows you to save your game progress. Please note that at least 576KB of free space is required to save.

How to play the game / Saving

Game flow

Players control the protagonist Jay and explore the alternate world of "Idea" beyond the "Monolith Gate." Game data can be saved at CC facilities, as well as at the end of each chapter.

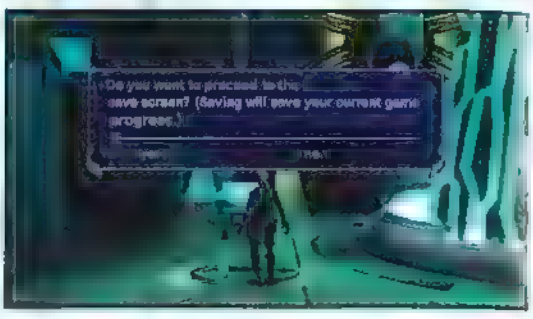


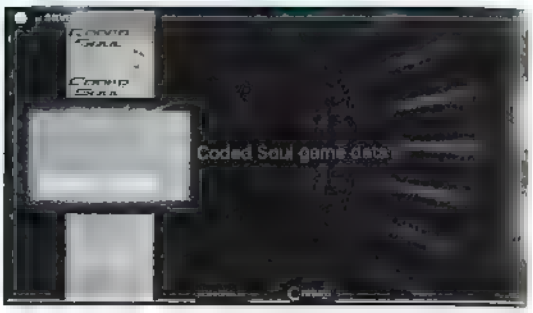
To talk/investigate, press the ◎ button.

In CC facilities/the alternate world "Idea," actions such as conversing with people, opening and closing doors, and examining objects are performed using the ● button. These actions can be performed on locations/objects/people marked with a "!" symbol, as shown in the picture.

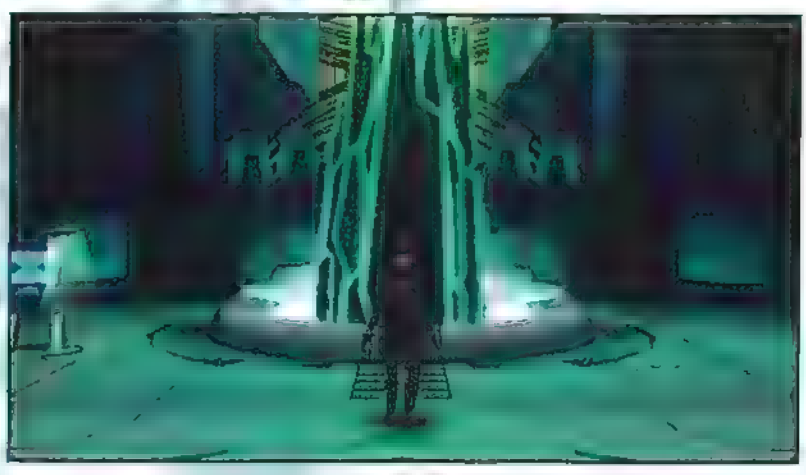
How to save

By examining the computer monitor to the left of the "Monolith Gate" in the CC facility, you can access the save screen (you can also save at the end of each chapter, when exiting the VR system menu, etc.). A list of available save files will be displayed; please select the desired file. Note that if you select a file that already contains saved data, the data will be overwritten.

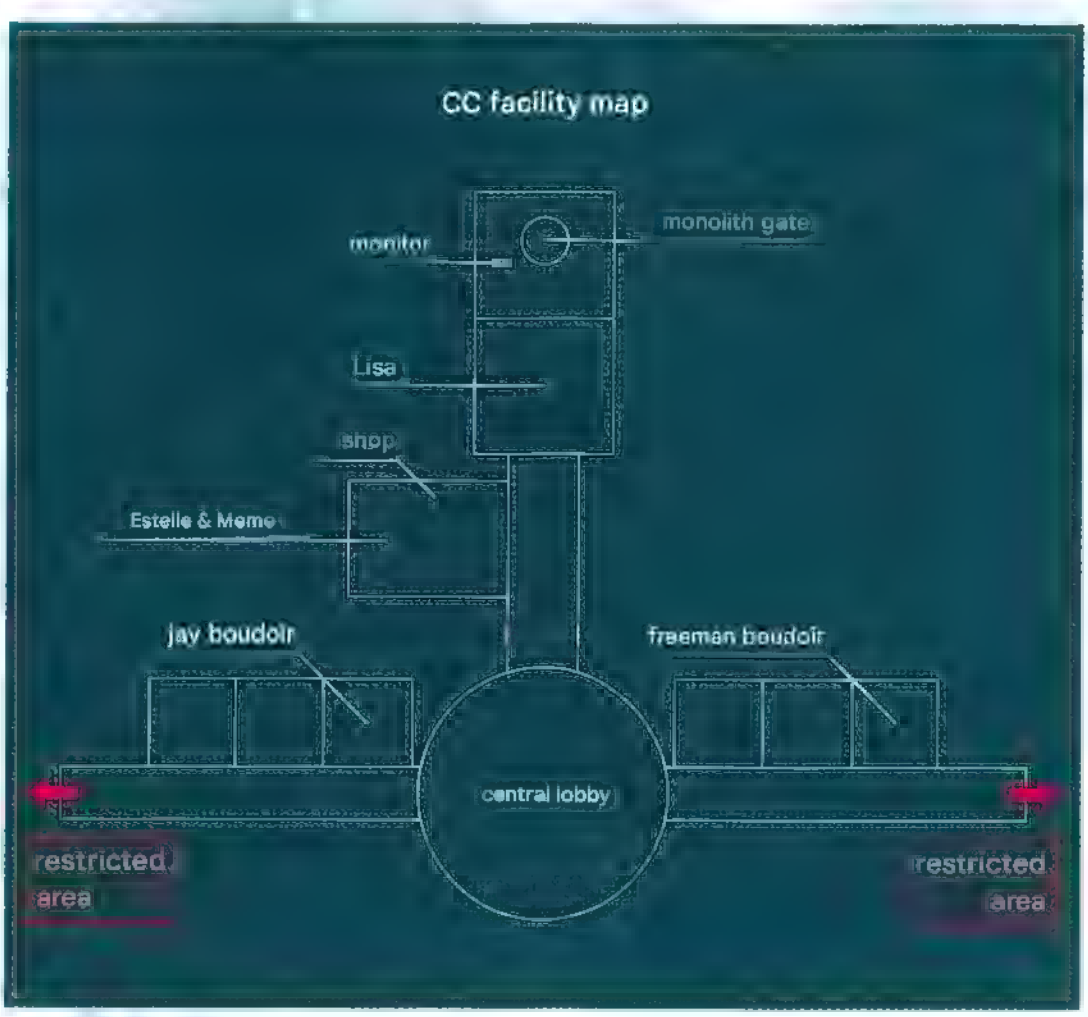




CC (Code Chasers) facility



The game takes place inside the CC facility. This massive facility, built deep underground at "Area 51," is used for research on the transported "Monolith Gate" and other worlds, as well as combat technique research Players will travel between the CC facility and the other world "Idea" via the "Monolith Gate" to progress through the game.



Camp screen information

How to read the camp screen

CC Facility/Otherworld "Idea" Movement Screen

△ Pressing the button will display a camp screen where you can make various preparations.

1. This is your current balance. "G" stands for the currency unit "GEM".

2 This is a simplified status of the combat members in your party. You can include up to two monsters in your battle party. Note that Jay cannot be removed from the party.

3 This is a simplified status of the monsters in the party that are recorded on the U.M.D. that Jay carries (→P.27).

4. These are commands that can be used on the camp screen

How to use camp commands

Item

This section allows you to check and use your consumable items/exchangeable items. Pressing the ● button will display a help message for each item. To use a consumable item, select the item and the target of use, then confirm.

[illegible]

You can swap out monsters in your battle party with monsters from your U.M.D. Select the monster you want to remove from your battle party, then choose the monster you want to add from your U.M.D.

Status

You can check the status of your party members.

Select a member and press the ● button to display a status menu with more detailed data. Note that the contents of the status menu differ slightly between Jay and Monster.

1 This is a list of party members. A monster highlighted in yellow (1) indicates that all Karma objectives (→P.32) have been achieved.

2 This displays the status of the member you are hovering the cursor over. See below for how to interpret the information

In Jay's case, three equipped weapons and accessories are displayed. Pressing the Button/B Button displays the attached abilities

For monsters, learned abilities are displayed. Pressing the Button/R button displays the equipped parameter cells (→P.30)

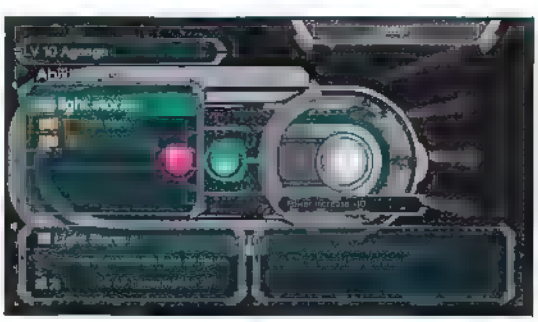
How to read each parameter

Some display items differ between Jay and Monster

LV	This refers to the levels of the party members. Jay levels up when he gains a certain amount of experience points in battle (→P.27), but the monsters' levels are fixed.
[illegible]	Member attributes (→P.26).
[illegible]	It's a hit point.
[illegible]	It's physical attack power
[illegible]	It's physical defense.
[illegible]	This is the attack power from abilities
[illegible]	This is the defense against ability attacks.
[illegible]	This is the movement speed during combat. The higher the number, the faster you move
[illegible]	This is the experience points needed to level up
[illegible]	The selected instruction is shown on page 23.

≫Status Menu/Ability Details

You can check the effects/power of the attached abilities. In Jay's case, the abilities attached by the equipped weapon/accessory will be displayed. In the case of monsters, the enhancement plate (→P.30) will be displayed, and information on the support cells attached to learned abilities/attack abilities will be shown.



Camp screen information

≫Status Menu/Equipment (Jay only)

You can check the weapons and accessories that Jay is equipped with. You can also equip weapons and accessories yourself.

1 Weapons and accessories currently equipped

When you hover your cursor over a weapon, a list of the two weapons you possess and their stats will be displayed. See page 34 for how to interpret the stats

When you hover your cursor over an accessory, a list of the 3 accessories you own and their effects when equipped will be displayed.

How to change equipment

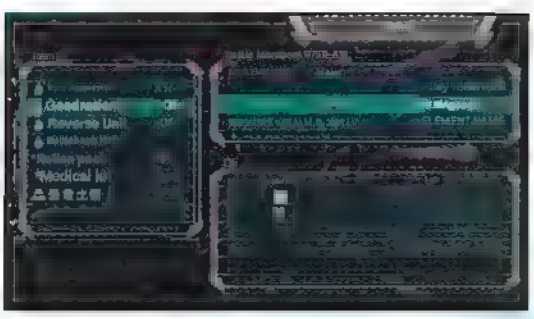
Select the equipment you want to change, then choose the item you want to replace it with from the list displayed on the r ght side of the screen and confirm

≫Status Menu/Karma List (Monsters Only)

A list of karma requirements needed to acquire abilities will be displayed. Completed karma will be highlighted in darker text. For more information about karma, see page 32.

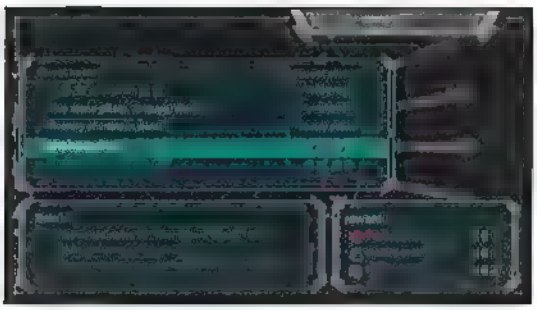
≫Status Menu/Change Instructions (Monsters Only)

You can instruct your units on their actions during combat. Hover your cursor over the desired instruction to confirm. For details on instructions, please refer to page 23.



Quest Confirmation

You can check the details, rewards, and completion status of the quests you have accepted (→P.37). Completed quests are displayed in dark text, and ongoing quests are displayed in light text. Additionally, if you need to ask the quest giver for more details, it will be displayed in yellow text.



Goods

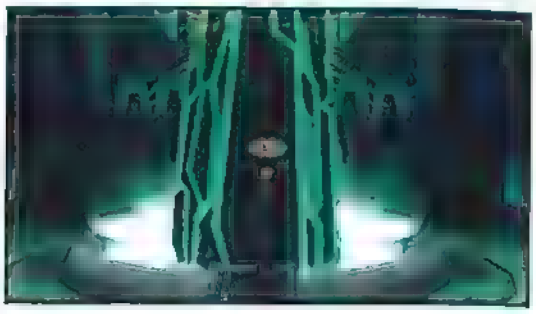
This displays a list of items you own. Hover your cursor over an item and press the ● button to display a help message explaining its effects and details.

The merchandise is categorized into the following five types

[illegible]	Jay can equip it.
[illegible]	This is an item that can be given to monsters. It is used to achieve karma.
[illegible]	This is used to strengthen monsters (→P.30).
[illegible]	This is used to enhance monster attack abilities (→P.30).
[illegible]	This is an important item related to events and other related matters

Access to “Monolith Gate”

What is "Monolith Gate"?



It serves as a gateway connecting the real world where Jay and his friends exist with the other world "Idea," but the details are not yet clear. When exploring the other world "Idea" by passing through the "Monolith Gate," there are several rules that must be followed.

The terrain changes every time you enter

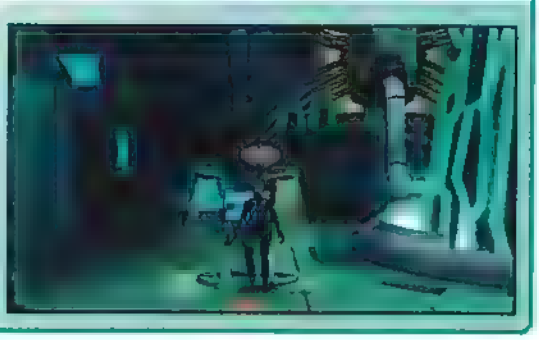
The other world "Idea" has multiple dungeons. The dungeons have a hierarchical structure, with each level divided into several floors. The terrain of each floor changes each time you enter. However, some floors, such as those where a boss awaits, do not change.

activity limit

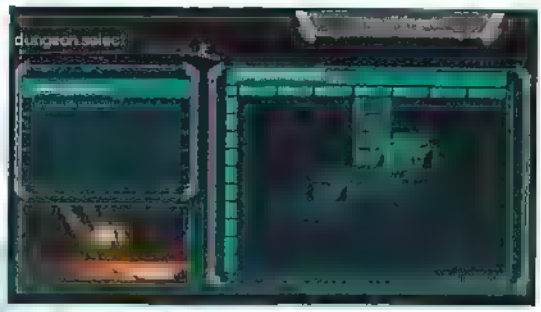
There is a limit to the amount of time you can spend in the other world, "Idea." The amount of time you can spend in a single exploration is displayed on the screen (→P.20). Once you reach your activity limit, you will be automatically pulled back to the real world. Note that time spent in battles or events is not counted.

Save before entering

You can save your game data on the computer monitor to the left of the "Monolith Gate." We recommend saving frequently as a precaution. For instructions on how to save, please refer to page 12.



dungeon select



When you approach the Monolith Gate and press the ◎ button, the dungeon select screen will appear. When you move the cursor over the dungeon you want to explore, the dungeon structure map will be displayed, so select the floor you want to move to and confirm. Note that you can only move to floors marked with a mark or floors with a transporter mark.

How to read a dungeon structure map

The vertical axis, labeled A, B, C, etc., represents the hierarchical level, while the horizontal axis, labeled 01, 02, 03, etc., represents the floor level. Normal floors are displayed brightly, while floors beyond sealed warp gates (→P.21) are displayed darkly. The symbols on the map are interpreted as follows:

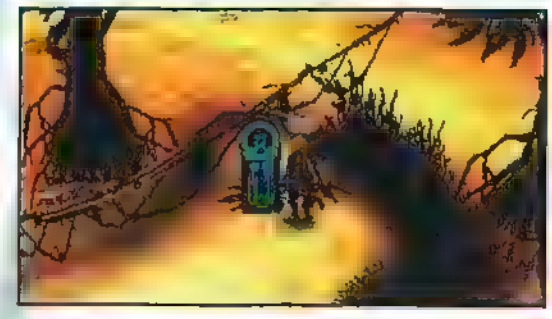
These marks indicate the connections between levels. When using a warp gate (→P.21), a ▽ will take you to the lower level, and a △ will take you to the upper level.

This shows the connections between floors via jump gates (→P.20). Even adjacent floors cannot be moved to if they are not connected by a physical link.

This is the floor where you will fight the boss. It remains displayed even after you have defeated the boss.

This is the floor with a transporter (→P.21) that allows you to travel directly from the Monolith Gate.

Return from the other world "Idea"

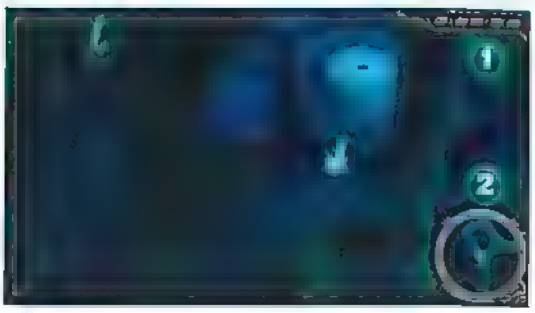


To return to the CC facility from the other world, you will need to use a transporter. The transporter is the starting point when you move to the next floor via the warp gate. Note that the special orange transporter will allow you to travel directly to that floor from the "Monolith Gate" onwards.

Exploring the other world "Idea"

How to interpret the screen when traveling to another world

In the other world "Idea," the following information will be displayed on the screen.



1. The remaining time you can be active will be counted down. When it reaches 0 00'00, you will be forcibly returned to the CC facility. Passing the orange transporter (→P.21) before reaching the activity limit will make subsequent explorations easier.

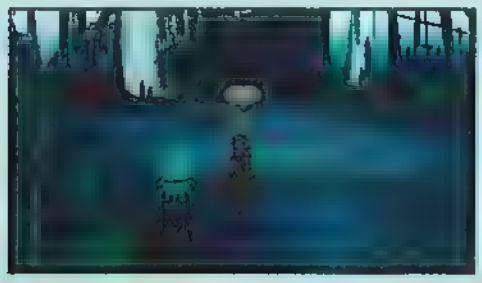
2. This is a simple map showing the player's surroundings. The red light indicates the player's current location. Pressing the ● button will display a map of the structure of the floor you are currently on. While the floor structure map is displayed, pressing the L/R button will display a map of the structure of the dungeon you are exploring (→P.19)

How to read the floor structure map

The floor structure map displays the path the player has traveled. It also shows objects such as treasure chests and warp gates present on the floor. The player's current location is indicated by a red light. Objects are represented by the following symbols:

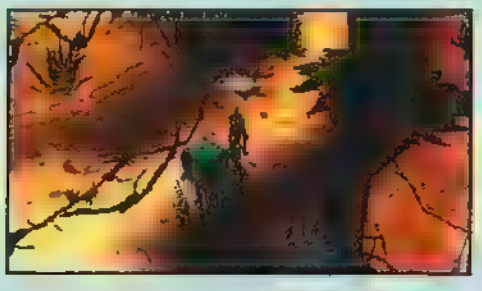
power spot

This item can fully restore the party's stats. It is mainly found on floors where bosses are located.



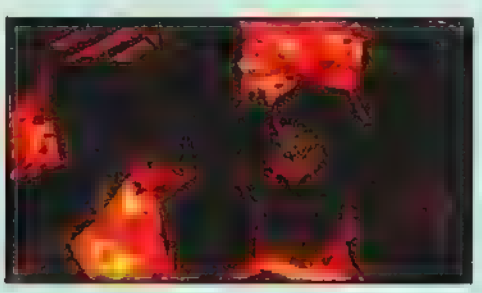
[illegible]

By investigating, you can obtain items, gems, and other rewards



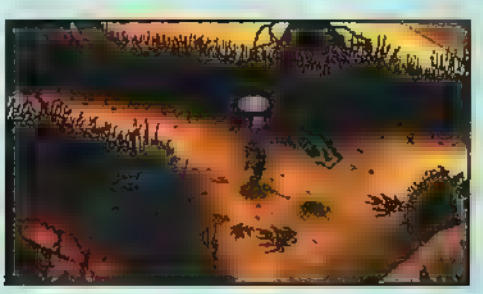
[illegible] treasure chest

Investigating will allow you to obtain items, cells, and other items. Once you open a rare treasure chest, it will no longer reappear on the same floor in subsequent explorations



jump gate

You can move to an adjacent floor. Using the jump gate on the destination floor will allow you to return to your current floor.



warp gate

You can now move to the next floor. Warp gate travel is one-way; you cannot return to your current floor from the destination floor. Note that using a warp gate will start you from the transporter on the destination floor.

???

This indicates the existence of 'something' related to events or quests.

transporter

This is the starting point when you move to the next floor using the warp gate. You can use the transporter to return to the CC facility. Note that the orange transporter will allow you to travel directly to that floor from the CC facility in subsequent explorations.

Unlocking the sealed warp gate

Inside the warp gate, it is sealed and unusable.

There are some things you cannot do. Obtain the key item.

By doing so, the seal will be broken, and you will be able to go to an unknown area

It will be like this. Key items are in specific battles

You may obtain it from etc.

battle

encounter

In the other world of "Idea," you may encounter monsters (encounters occur not only when moving, but also when standing still for a certain amount of time). When you encounter a monster, the screen switches to a battle screen, and the battle members in your party participate in the fight. You win if you defeat all the enemies, and you lose if Jay becomes incapacitated. You can also choose to run away without fighting (→P.23).

Battle screen information

This explains how to interpret the information displayed on the battle screen

1 This is the HP of the battle members. Members whose HP reaches 0 become incapacitated.

2. This is the HP gauge for the battle members

This is the ability gauge for your battle members. It decreases depending on the three abilities used, but gradually fills up over time.

4 The status changes of the battle members (→P.26) will be displayed.

5. This is the enemy's HP gauge.

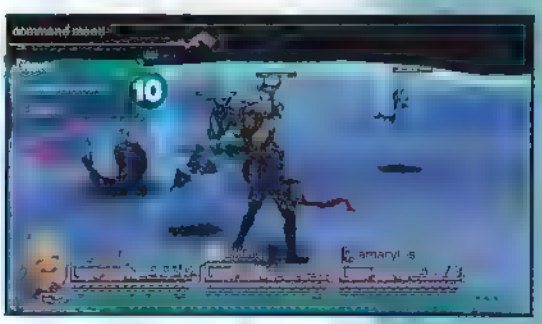
6. This indicates the enemy you are currently targeting.

7 This is a button display corresponding to the partner in Bond Reflection (→P.25)

8. The combo count will be displayed.

This is the Bond Gauge. It fills up every 9 successful combos (→P.25), and when it reaches MAX, Bond Reflection becomes available.

10 This is the command menu. It appears when you press the START button during battle.



If Jay becomes incapacitated in battle

If you lose a battle, it's game over, but you can choose to retry or return to the title screen. If you retry, you can redo the battle you lost. However, the items you used in that battle will not be restored. Note that you cannot retry if you lose a boss battle.

How to use the command menu

Item

You can use consumable items during batt.e. Select the item you want to use, then select the target member and confirm.

Changes of Instructions

You can instruct your monster a es on their behavior patterns during battle. Hover your cursor over the monster whose instructions you want to change and select the instruction you want to apply. Understand each monster's individual characteristics and give appropriate instructions to gain an advantage in battle.

[illegible]	They w fight based on their own judgment, according to the abilities they have acquired and their personality. They cannot specify their attack targets.
[illegible]	Attack the enemy that the target cursor is pointing at.
[illegible]	Attacks a enemies except the one the target cursor is pointing at.
[illegible]	Act by keeping your distance from the enemy, as if you re running around the battlefield.

Escape

When you execute the escape command, an escape gauge will appear in the upper left corner of the screen. Once the gauge reaches 0 after a certain amount of time, you can escape from that battle.

Jay's action

The player controls only Jay, giving instructions to their monster companions as they battle. Here we will explain Jay's actions.

attack

button

Attack with your equipped weapon. Pressing the button repeatedly will perform consecutive attacks. Note that the number of consecutive attacks varies depending on the weapon (→P 34).

guard

R button

While holding down the button, you will guard against enemy attacks. However, you cannot guard against attacks from behind

charge attack

Button (hold and release)

You charge your attack by holding down the button. Release the button after a yellow effect appears to perform a charged attack. If the charged attack hits, the opponent will be stunned/knocked down.

dash attack

● button while moving

Move a certain distance and press the ● button to perform a dash attack

ability attack

button | button

When your ability gauge is full, you can unleash the ability attack assigned to each button. See page 33 for information on ability settings.

emergency evasion

R button + analog pad

You can move while avoiding enemy attacks.

weapon change

Arrow key ↓ or ↑

If you have two weapons equipped, you can switch between them.

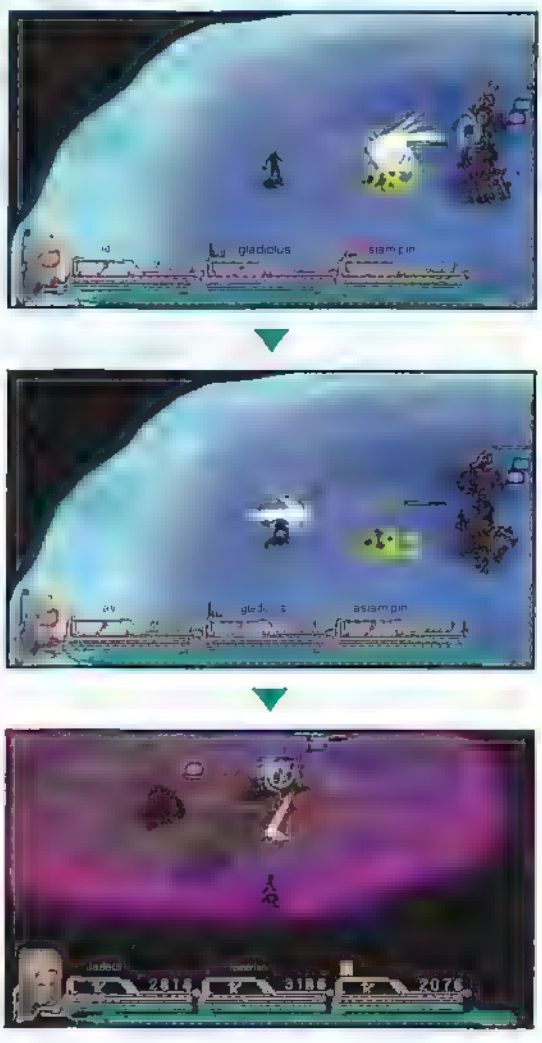
Cooperation with fellow monsters

Jay and his monster allies' attacks against the targeted monster can be chained together as a combo. Successfully completing a combo (the combo count is displayed in the upper left corner of the screen) increases the bond gauge, and when the gauge is full, you can use the powerful technique "Bond Reflection". Try to have Jay and his monsters actively target the enemy as much as possible to create combos.

gathering and dispersing

During battle, pressing button + button will gather your monster allies together with Jay. Conversely, pressing button + button R will cause your monster allies to scatter. Combine these with command prompts and use them effectively in battle.

bond reflection



Bond Reflection is a special move performed in cooperation with a companion monster. Jay unleashes a powerful shockwave towards his companion monster, which then reflects it back. Enemies in the line of fire of the shockwave take massive damage.

The reflected shockwave can be used in a rally as long as the Bond Gauge lasts, by pressing the button at the right time. The Bond Gauge decreases over time after Bond Reflection is activated.

Pressing the L button and the ◎ button activates a skill with the ally whose cursor is on the ● button, and pressing two buttons activates a skill with the ally whose cursor is on the button. It is also possible to activate skills with both allies and perform a rally simultaneously. Damage bonuses are added depending on the attribute of the activated ally monster (→P.26), so try to exploit the enemy's weak attribute.

battle

About attributes

Companion monsters and their abilities have six attributes: Fire, Ice, Lightning, Wind, Light, and Dark, and they have the power relationships shown in the diagram below. When you attack an enemy with an attribute ability that is weak against that attribute, you can stun the enemy for a certain period of time

Attribute relationship diagram

Light and Dark attributes are opposing forces. The relationships between other attributes are shown in the diagram below. For example, the Fire attribute is strong against Ice and weak against Wind

Status change

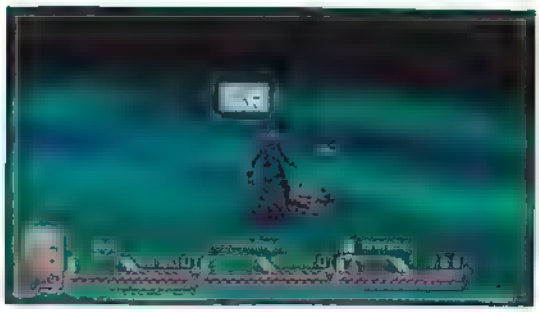
Some abilities change the target's stats. These stat changes fall into three categories: those that assist in combat, such as "Attack Power Up"; those that create elemental barriers, such as "Lightning Immunity"; and those that inflict status ailments, such as "Poison."

Type of status abnormality

kinds	effect
[illegible]	When HP reaches 0, the player is removed from battle
[illegible]	HP gradually decreases over time
[illegible]	A sleeping state. Unable to act for a certain period of time
[illegible]	Unconscious. Unable to act for a short time.
[illegible]	Movement speed is halved for a certain period of time
[illegible]	You will be unable to use abilities for a certain period of time
[illegible]	Damage poses will no longer occur.

monster capture

If you have an item called "U.M.D." which can be obtained through events and quests, you can capture monsters that have been defeated in battle. You can add one captured monster to your party for each U.M.D. you use. To capture a monster, approach it before it disappears and hold down the button.



Please note that you can only capture one monster per battle. If you do not have any free UMD slots, or if the monster's level is higher than yours, it will be transferred to the Library (→P.28).
If the number of monsters in your library has reached 150, you cannot capture them.

Even monsters of the same species can have individual differences

Even monsters of the same species can have slightly different stats, such as HP and attack power. If you have a favorite monster, it's a good idea to capture several of them, compare their stats, and choose the one with the best abilities to add to your party

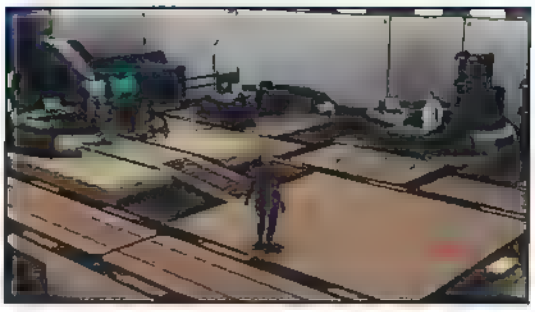
How to read the results screen

After winning a battle, a results screen will appear. You can check the exper ence points and items you have obtained.

[illegible]	This is the experience points gained in battle
[illegible]	This is the experience points Jay needs to level up.
[illegible]	This is the maximum combo count
[illegible]	Th s is a combo bonus. You receive bonus experience po nts based on your maximum combo count
MAX DAMAGE	This is the maximum damage dealt to the enemy.
[illegible]	This is the amount of money earned in battle
[illegible]	These are items obtained in battle.
[illegible]	Depending on the maximum combo count, you have a certain chance of receiving bonus items.

Sentaiken

What is Sengiken?



The Tactics Research Institute conducts research on combat, including weapon development and monster data collection. To upgrade weapons and monsters, talk to Estelle; to buy or sell items, talk to the researchers; and to use communication (→P.38) or linked functions (→P.42), talk to Meme. Note that some functions of the Combat Techniques Research Institute cannot be used until you have progressed a certain amount in the game

Strengthening monsters and weapons ▶▶▶ ester

Purchase items/equipment (→P.35) ▶▶▶ researcher

Use of communication/interoperability functions ▶▶▶ meme

library

To use the library, talk to Estelle. You can swap or delete your companion monsters. In the library menu screen, the number of monsters you can still stock is displayed in the lower left corner.

About sorting the monster list

The monster list displayed when you select various commands in the library can be sorted using the ● button. You can sort by attribute/ID/Kana/LV.

"Add to party / Remove from party"

Selecting "Add to Party" will display a list of monsters in your library. Choose any monster and specify an empty slot in your Battle Members/U.M.D., or select a monster to replace. Selecting "Remove from Party" will display a list of monsters in your party. Select the monster you want to return to your library and confirm.

▸▸▸P.14

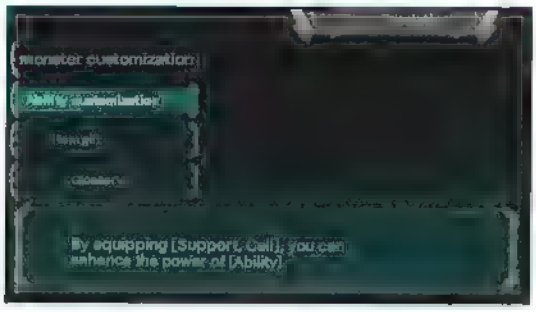
monster reduction

If you want to delete a captured monster, select "Delete Monsters." A list of monsters in your library and party will be displayed. Select the monster you want to delete and confirm (you can switch between the library and party monster lists using the left and right arrow keys). Note that if you delete a monster equipped with a cell (→P.30), all cells will be removed.

Sentaiken

mutation

Monsters don't level up like Jay, but you can enhance their abilities and teach them new skills through mutation. To use mutation, talk to Estelle. You can also check the glossary in the mutation menu for terms related to mutation.



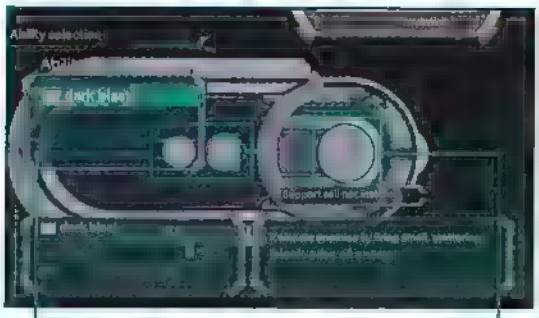
Set and strengthen cells

Cells are used to strengthen monsters.

This is Tem. Each monster has a plate for setting cells.

The plate contains parameters that enhance abilities. There are slots for regular cells and slots for support cells that add effects to ability attacks.

The number of slots in the parameter cell is the monster's It varies depending on the type. For support cells The slots represent the attacks that the monster has learned There are as many ab lities as there are abilities.



Parameter cell type

"HP increase," "Attack power increase," etc. You can increase the various stats of your star.

"Silence resistance," "Stun resistance," etc. You can gain resistance to various status ailments.

"Wind attribute resistance," "Fire attribute enhancement," etc. You can gain resistance to elemental attacks or enhance elemental attacks.

"Automatic HP recovery" "Becomes ferocious in a pinch" Other effects can be added, such as those mentioned above

Support cell type

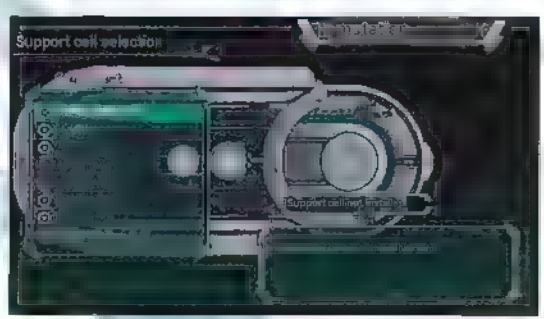
You can add various effects when using attack abilities, such as 'add s' ence' or "absorb HP."

"Monster customization"

You can enhance your monster's abilities by equipping parameter cells. When you select a monster, a plate for parameter cells will appear. Choose the slot where you want to equip a cell, and then select the desired cell from the list on the right side of the screen and confirm. Cells displayed in purple are those currently equipped, while cells displayed in yellow are those equipped by other monsters.

Ability customization

You can enhance attack abilities by attaching support cells. When you select a monster, a plate for support cells and a list of learned attack abilities will be displayed. After selecting the attack ability you want to enhance and confirming, a list of support cells will be displayed, so please choose the one you want.

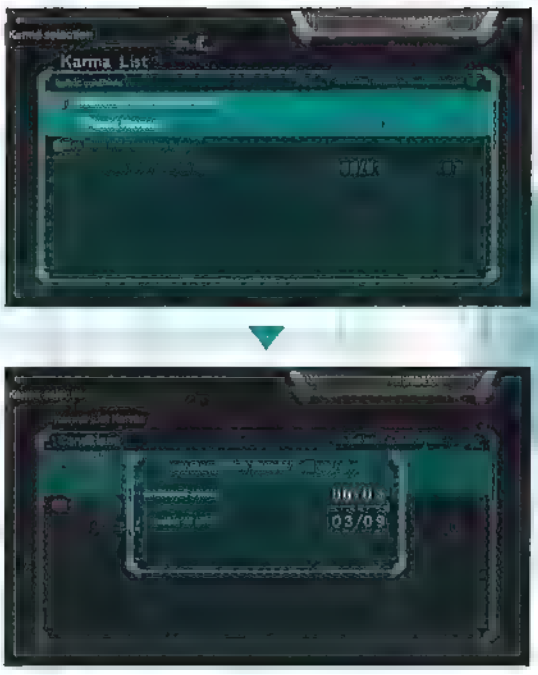


Sentaiken

Abilities are acquired upon achieving karma.

Each monster has a karma assigned to it, and you can achieve this karma by clearing certain conditions. Upon achieving karma, the monster will learn a new ability. Karma can be achieved by talking to Estelle and giving the monster the required number of karma items using the "Item Gift" function. The karma conditions and the abilities that can be learned can be checked in the monster's status (→P.16).

Item gift



Selecting "Item Gift" will display a list of monsters in your party and in your library.
(You can switch between the Library and Party monster lists using the left and right arrow keys.)
Select a monster to give a Karma item to and confirm, and that monster's Karma list will be displayed.
Bright text indicates unfulfilled karma, while dark text indicates fulfilled karma.

The number of karma items you have a ready gifted wi. be displayed in "Gift Status," and the number of karma items you possess that meet the requirements will be displayed n "Possessions."

When you select a karma condition, a message will appear asking how many karma items to give. Use the up/down arrow keys to select the desired number and confirm.

Monsters that have achieved all their karma will have their names displayed in yellow on the list and will have a crown 'con

blade works

Jay can create new weapons by combining the "Rulebreaker" weapon he obtained in another world with monsters. These new weapons can also inherit the attack abilities of the monsters that were combined. These inherited attack abilities can then be used by Jay in battle (→P.24). To use Bladeworks, please talk to Estelle.

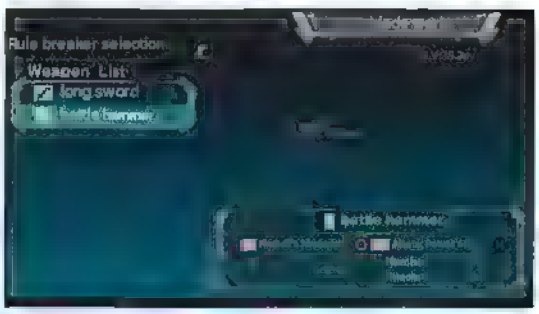
For terms related to BladeWorks, please refer to the "Glossary" in the BladeWorks menu.

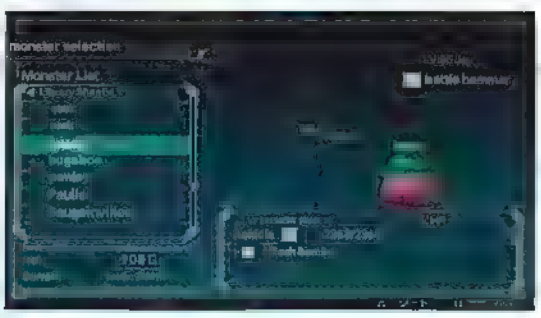
[illegible]

Selecting "Weapon Synthesis" will display the Rulebreakers you possess. After selecting the Rulebreakers to use for synthesis and confirming, a list of monsters to be used as materials and the required GEMs will be displayed.

Once you select a monster, the performance of the weapon that will be created when you combine it with that monster will be displayed

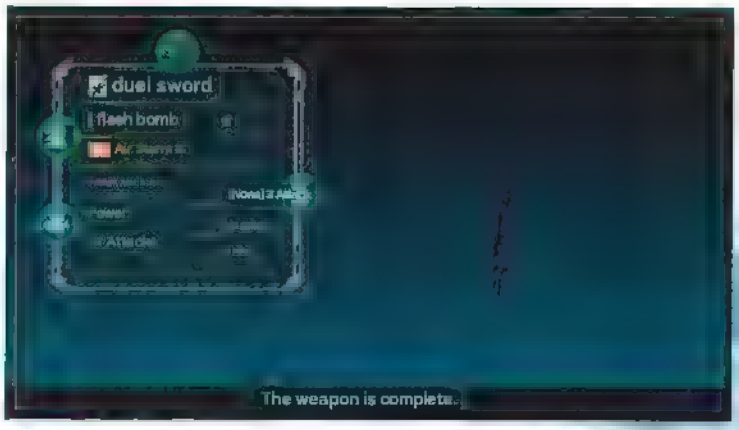
To inherit the abilities of the monster being synthesized into a weapon, configure the settings in the ability slot displayed on the left side of the screen. Select whether to activate the ability with a button or a button, and then select the corresponding ability from the ability list. Selecting "Confirm" will start the synthesis process.





Weapon types and capabilities

How to view performance



The newly created weapon is not necessarily

It is not guaranteed that it will be more powerful than the original weapon.

No Understand how to interpret performance metrics and create easy-to-use weapons that suit your fighting style.

1. Types and names of weapons.
2. These are the attack abilities assigned to each button.
3. This is an attribute that is added to physical attacks

Attack power represents the strength of a physical attack, the higher the number, the stronger the attack. Attack count indicates the number of consecutive attacks that can be performed

Weapon type

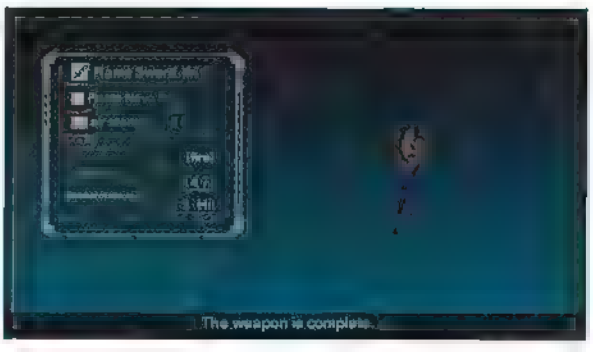
Weapons can be broadly divided into three types. swords, hammers, and spears, each with its own unique characteristics Jay's attack animations also change depending on the type of weapon he has equipped.

sword This weapon is quick to use and easy to handle when performing continuous attacks. However, its attack range is not very wide

mallet Because it attacks by swinging the weapon around, it can hit a wide area. It also has high power, but on the other hand, the swing is slow and leaves you vulnerable

It performs a thrusting attack forward. Its long reach is its main advantage, but it is not good at attacking surrounding enemies with its spear.

attribute weapon



Some weapons, such as the "Fire Lance Salamander" and the "Thunder Hammer Mjolnir," possess elemental effects. Attacking enemies with a weakness to a particular element using these weapons will inflict significant damage.

shop

Upon entering the Tactics Research Lab, speak to the researcher on your right to access the shop where you can buy and sell items. Only consumable items and accessories can be purchased, while consumable items, items for sale, accessories, and karma items can be sold.

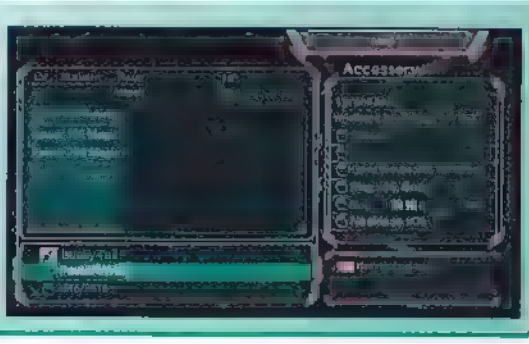
"Purchase Items / Sell Items"

When purchasing, a list of items in the shop will be displayed; when selling, a list of items you own that can be sold will be displayed

You can switch between displaying different types of items in your purchase/sale list using the arrow keys ⟸⟹. Select the item you want to buy/sell and confirm, then use the arrow keys ↑↓. Please enter the quantity you wish to trade. Then, You can complete the transaction by clicking the button.

About accessories

Accessories will not take effect unless they are equipped. To equip accessories, select Jay from the status menu on the camp screen and then select "Equip". See page 16 for details.



item list

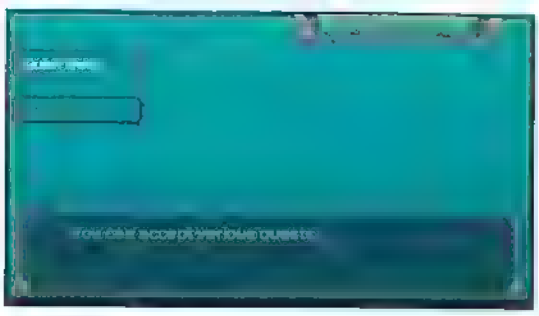
Here are some of the items that appear in the game.

item	effect	
pure sabre		Restores 30% of maximum HP. Target: 1 ally
good ration		Restores 60% of maximum HP. Target: 1 ally
sweet ring gel		Fully restores the HP of one a ly. Cures all status ailments except "Incapacitated" and "Down" status effects.
antidote		Heals one a..y from "poison".
mix ampoule		Recovers one a. y from "Sleep," "Slow," and "Silence "
reverse unit		Rev ves one a.ly from "incapacitated " Their HP is restored to 50% upon recovery
Condition G		Heal one ally who is "downed".
Sable pack		Restores 40% of maximum HP. Target: All allies
ration pack		Restores 80% of maximum HP. Target: All allies
medical kit		Heals all all es from status ailments except "incapacitated"
exorcism cologne		Reduce the encounter rate until the next gate.
magic cologne		Increase the encounter rate until the next gate.
jasper	cash exchange	One of the foundation stones found in the other world "dea"
sapphire	cash exchange	One of the foundation stones found in the other world "dea"
[illegible]	accessories	When equipped, defense increases by 5%.
giant bracelet	accessories	When equipped, defense increases by 10%.
poison guard	accessories	Equipping this item grants poison resistance.
sleep guard	accessories	Equipping this item grants sleep resistance.
circlet	accessories	When equipped, the rate at which the ability gauge fills up increases.
wristband	accessories	When equipped, attack power increases by 5%.
power list	accessories	When equipped, attack power increases by 10%.
Anti-poison charm	accessories	When equipped, it grants immun ty to poison.
Active amulet	accessories	When equipped, you become immune to stun
thief's glove	accessories	When equipped, the escape gauge decreases faster.

quest

What is a quest?

As you progress through the game, you'll be able to accept various requests related to the other world "Idea." Completing these requests will reward you with various items, including rare items. If you'd like to accept a request, please talk to Lisa.



Quest order

Selecting "Accept Quest" will display a list of quests. Hovering your cursor over each quest will display the quest details and rewards at the bottom of the screen. After selecting and confirming the quest you wish to accept, if it is a quest that requires further details (indicated in yellow text), please go and speak with the quest giver.

Quest report

Once you've completed the request, talk to Lisa and select "Report Quest" to receive your reward. If the quest involved speaking with the requester, be sure to report back to them first, and then report back to Lisa.

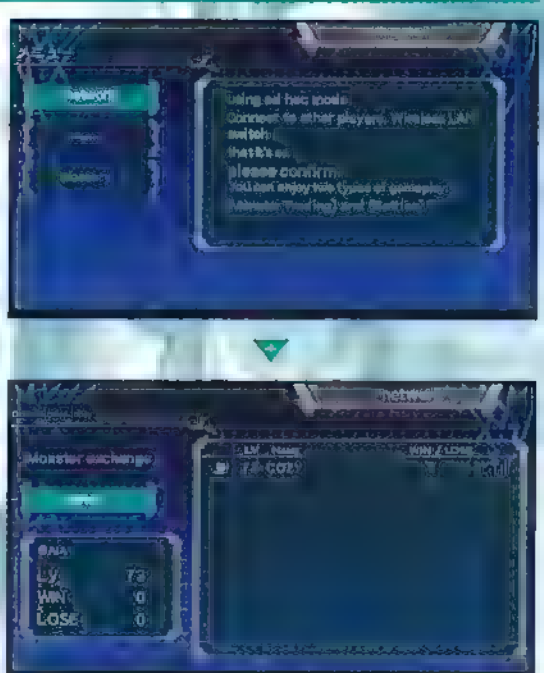
network

PSP®-to-PSP® communication play

After progressing through the game to a certain extent, you will be able to activate the "VR System" at the Tactics Research Lab (→P.28). Talking to Meme will display the VR System menu. You can use the ad-hoc mode of your PSP® console to play with other players. Note that you will need two PSP® consoles and one copy of the "Coded Soul" game disc to play online.

How to connect

After starting the VR system, the wireless LAN switch
Make sure it is turned on and select from the menu
Select "Network". The communication lobby is
It is displayed, and the communication lobby of this work is displayed
If you have other PSP®s, that information will be displayed on the screen
It will be displayed in the list on the right. Monster Exchange/
To start a match, select your opponent from the list.
The other party needs to agree to the connection.



Points to note about ad-hoc mode

*Before playing, turn on the wireless LAN switch on your PSP® console and do not turn it off until you have finished playing.

*Please set everyone to [Automatic] in the [Ad Hoc Mode] setting under [Settings] → [Network Settings] in the PSP®'s Home Menu.

*If you are unable to communicate properly with the setting set to [Automatic], please have everyone change to the same setting of [1ch], [6ch], or [11ch].

*Please maintain a distance of no more than 10 meters from other players while playing.

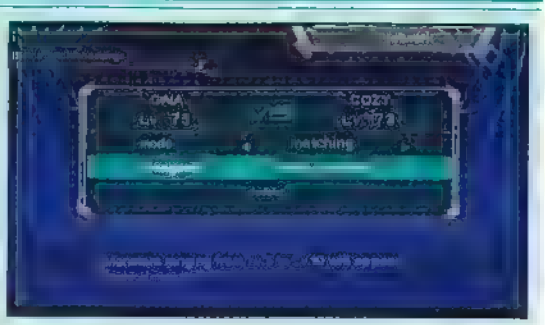
match

You can play a two-player versus player match where you navigate a dungeon towards the goal. Both players progress through the same dungeon, and the first to reach the goal wins. After completing the match conditions, party formation, and gatekeeper selection, the match will start. The player who initiates the match is Player 1, and the other player is Player 2.

Preparation for battle

Battle condition settings

The 1P player sets the match mode and dungeon. Selecting "Matching" under "Mode" will adjust the players' levels to be the same. "Free" mode does not adjust levels. The types of dungeons available vary depending on the 1P player's game progress.



party organization

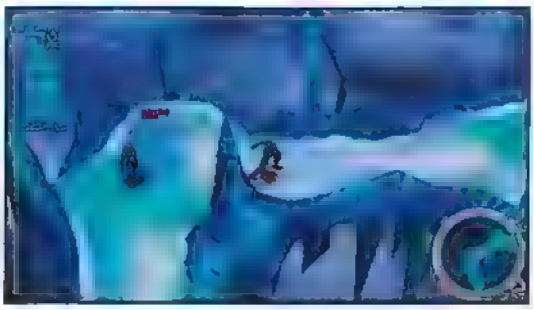
Both Player 1 and Player 2 will assemble their party for the battle. If the "Mode" is set to "Free," players can freely assemble their monsters regardless of their level. If the mode is set to "Matching," players will not be able to select monsters above a certain level.

Gatekeeper selection

Both players can send their monsters onto their opponent's map to disrupt them. The sent monsters will lie in wait for the opponent's party in front of the warp gates on each floor. You can select one gatekeeper monster for each floor (except for floors with a goal). If the "Mode" is set to "Matching," you will not be able to select monsters above a certain level.

Battle screen information

The battle screen also displays your opponent's character. The top left of the screen shows the floor you and your opponent are currently on. The blue light represents Player 1, and the red light represents Player 2.



Rules/How to play the match

About the item

Consumable items obtained in the main game cannot be carried over to versus mode. Instead, you will be given several items at the start of a match. You will need to acquire the rest of the items from treasure chests in dungeons and other sources. There are also special items exclusive to versus mode that can be used to hinder your opponent.

Reaching the warp gate

At the front of each warp gate on each floor, you'll find a gatekeeper sent by your opponent. You cannot reach the gate without defeating the gatekeeper, so fight and win.

Unsealing the goal gate

The final level has a goal gate. There is no gatekeeper in front of the goal gate. However, the goal gate is sealed, and to break the seal, you will need a "seal release item" hidden in a treasure chest. Once you obtain the "seal release item," the gate will be unsealed and you will be able to reach the goal. When either player reaches the goal, the match results will be displayed.

result

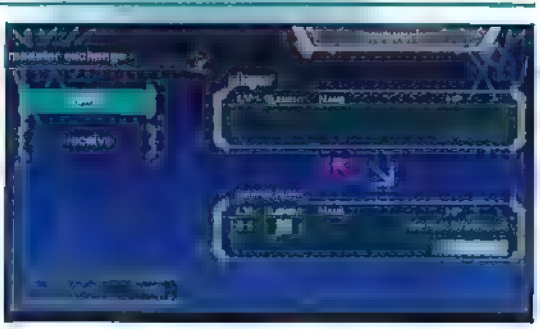
On the results screen, reward items will be awarded according to the match result. The items awarded will vary depending on how much of a difference you made in winning against your opponent. In addition, players who lose will receive recovery items as a consolation prize. If you would like to play the match again under the same conditions, select "Retry," if you would like to change the conditions, select "Change Conditions," and if you would like to end the match, select "End."

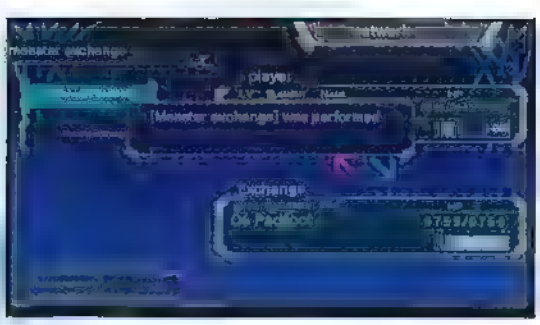
monster exchange

Players can exchange or trade monsters they own with each other. Select "Send" to send a monster to another player, or "Receive" to receive a monster from another player.

How to exchange

If you select "Send," please choose the monster you want to send from the monster list and confirm. After selecting the monster your opponent will send you, or after selecting "Receive," you will choose whether or not to exchange under those conditions. Select "Confirm Exchange" if you agree, or "Reject Exchange" if you do not. If you select "Receive," please check the display of the monster your opponent sent and select either "Confirm Exchange" or "Reject Exchange."





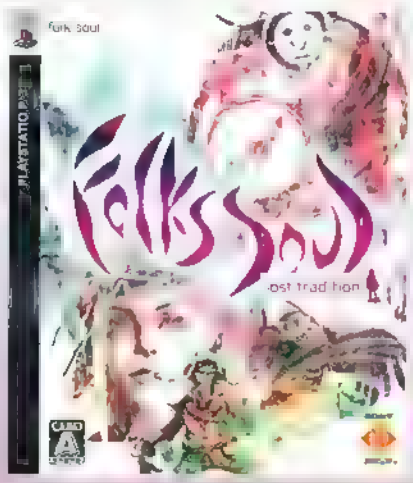
Linkage with "FolksSoul: Lost Legends" (PLAYSTATION®3)

The "VR system" allows you to use the linking function with "FolksSoul: Lost Legends" (PLAYSTATION®3). You can obtain various benefits such as linked quests and additional karma, and you can send captured monsters to each other.

What to prepare

PLAYSTATION®3 console

"FolksSoul: Lost Legends"
(PlayStation®3 exclusive software)



☆One USB cable (A to mini-B)

PSP® body

"Coded Soul" (this work)

Connecting the cable

Prepare a USB cable and plug it into the USB port on both the PLAYSTATION®3 and PSP® to connect the two consoles. The USB cable connection will also be effective after inserting software into both consoles and turning them on.

Creating linked data

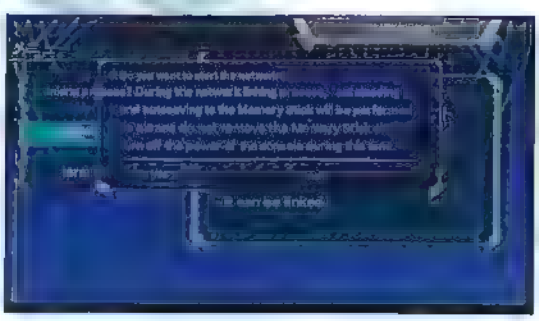
First, create the necessary data for linking on your Memory Stick in Coded Soul Talk to Meme at the Battle Techniques Research Lab to activate the VR system, and select "Link" from the menu. If the linking data does not exist on your Memory Stick, a screen for creating the linking data will appear.

How to connect

The connection method differs between the PSP® version of "Coded Sou " and the PLAYSTATION®3 version of "FolksSoul: Lost Legends".

"Coded Soul" side

nsert the Memory Stick containing the "Coded Soul" save data into the PSP®'s Memory Stick Duo slot and start 'Coded Soul". Load the save data that is compatible with the VR system, talk to Meme, and select "Link" from the VR system menu.



"Folks Soul: Lost Legends" side

Connect your PLAYSTATION®3 console and PSP® with a USB cable. Insert the Memory Stick containing the "Link Data" into the PSP®'s Memory Stick Duo slot, start the system software (Coded Soul will not start), and select "Settings" > "USB Connection". With the system software running, start "FolksSoul: Lost Legends" and select "Link" from the title menu. If your PLAYSTATION®3 console has a Memory Stick slot, insert the Memory Stick containing the "Link Data" into the Memory Stick slot before starting "FolksSoul: Lost Legends".

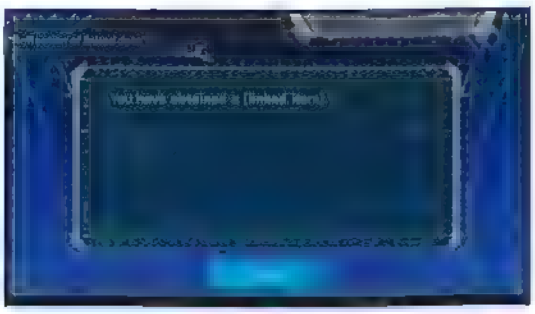
Accessing linked data and how to play

"Coded Soul" side

After selecting "Link" in the VR system menu, if "Link Data" exists on the Memory Stick, loading will begin automatically (if the "Link Data" is on a different Memory Stick, please swap them before selecting "Link").

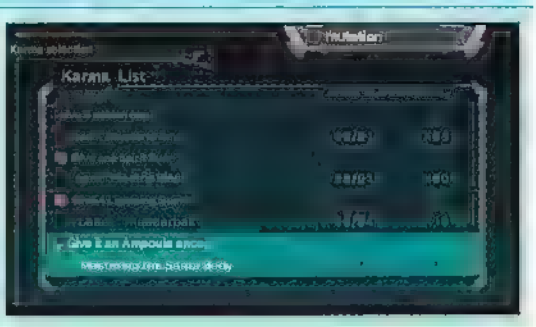
If there are new linked bonus elements sent from "FolksSoul: Lost Lore" in the "Linked Data," the details will be displayed in the following order: Acquired Linked Items → Unlocked Linked Karma → Sent Monsters. If there are no new elements, this will be skipped.

Once the linked bonus elements have been applied, a screen will appear to register the monsters to be sent to "FolksSoul: Lost Legends." Complete the registration and save it to the linked data. Then, the game will save and the "linking" process will end.



Linked benefit karma

Some monsters allow you to obtain new karma through linking. Karma obtained as a linking bonus will be added to the monster's karma list (marked with a gold symbol).

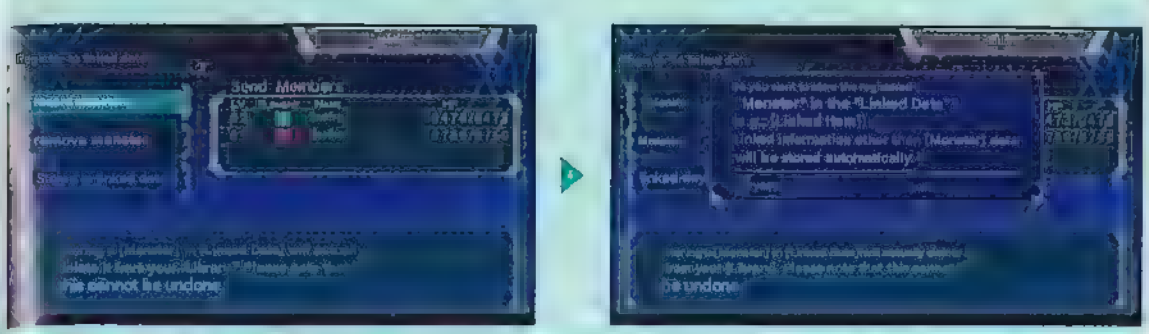


Obtaining monsters

You can receive Folks sent from "FolksSoul: Lost Legends" as companion monsters in "Coded Soul." Folks are otherworldly inhabitants that appear in "FolksSoul: Lost Legends." Acquired monsters will be registered in your library.

Send monsters to the "FolksSoul: Lost Legends" side.

To send a monster, select "Register Monster" on the monster registration screen and choose the desired monster from the list. To remove a monster from the list, select "Remove Monster". Once registration is complete, select "Store in Linked Data" to confirm. Note that the status of the sent monster will be corrected when it is received in "FolksSoul Lost Lore".



Linked items and linked quests

When you obtain a linked item, an event will occur at the Battle Techniques Research Lab, and the linked item will be analyzed. Once the analysis is complete, you will be able to play the linked quest. Talk to Meme and select "Perform Linked Quest". Upon completing the linked quest, you will be able to obtain a linked-exclusive monster.

Accessing linked data and how to play

"FolksSoul: Lost Legends" side

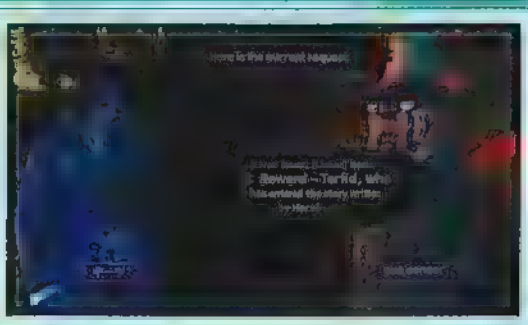
On the title screen, select "Link" to begin linking with your PSP®. Then, select the save data you want to reflect the "Link Data" containing the "Coded Soul" data. Next, communication with the "Memory Stick" will begin, so select the "Memory Stick" that contains the "Link Data".

If the imported "linked data" contains new linked bonus elements, the details will be displayed in the following order: linked quest triggered by obtaining linked items → unlocked linked bonus karma → acquisition of sent Fawkes. If there are no new elements, it will be skipped.

Once the linked bonus elements have been applied, a screen will appear to send the Forks to the "Coded Soul" side. After selecting the Forks, write the data to the "Memory Stick" containing the "linked data," save the communication details, and the "linking" process will be complete.

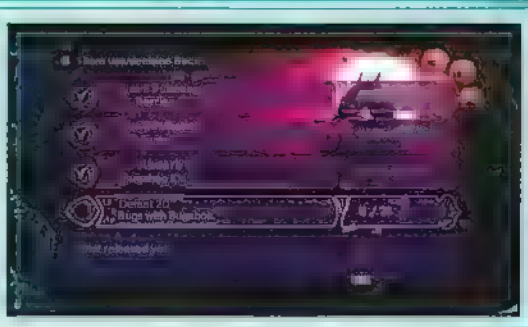
Linked items and quests

Once you obtain the linked item, you will be able to play the linked quest. Talk to the bartender at the pub in Remrick Village, select "About Quests," and then select the name of the newly added linked quest from the request list and confirm



Linked benefit karma

Some monsters grant new karma through linking. Karma obtained as a linking bonus is added to the monster's karma information. You can check this by selecting "Fawks" on the menu screen and viewing the "Karma Information" of any Fawks.



Obtaining Fawkes

In "Coded Soul," you can send monsters and receive them as Folks to use in "Folks Soul: Lost Legends." When you obtain a Folks, a message will appear asking whether you want Ellen or Keats to use it, so please select your preferred protagonist.

Send Forks to the "Coded Soul" side.

To send a Forks, select the desired Forks on the Forks Sending screen and add it to the Sending List using the ● button. You can switch between Ellen/Keats Forks lists using the L1/R1 buttons. To finish registration, press the START button. When prompted "Do you want to send Forks?", select "Yes" to begin communication. Select the Memory Stick containing the "Linked Data" and write the data. Note that the status of the sent Forks will be corrected when received by "Coded Soul".

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Junko Minagawa

May/Aisha
Ohara Sayaka

Lisa
Kawasumi Ayako

Ester/Jay (child)
Kugimiya Rie

meme
Norio Wakamoto

freeman
Fumihiko Tachiki

Ewan/Lost Person
Kirii Daisuke

Rino/Researcher/Resident of the Black Tombstone,
Eri Nakao

Eugene/Doctor
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Hajime Usami

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small mountain Hiroaki

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☑ URL for the "Coded Soul - Inherited Idea" internet survey
http://www.jp.playstation.com/fb/ucjs010061.html

*Responses cannot be submitted from mobile phones or PHS phones. The online survey will be open for 3 months after the product release.

Children up to 14 years old should fill it out with a guardian.

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"PlayStation" Official Website SCEJ Software information http://www.jp.playstation.com/scej/

Lots of fun content! SCEJ Mobile Site http://www.mobile-scej.jp/

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